

# MORTAL KOMBAT<sup>®</sup> DECEPTION

author:  
JPaterson

## Mortal Kombat: Deception

Playstation 2, X-Box

Developer: **Midway**

Publisher: **Midway**

Rated: **"M" for Mature**

### Strategy Guide

made by **JPaterson**

## INTRODUCTION

*Mortal Kombat* has to be one of the biggest franchises ever. *Deception* is not the third, fourth, or fifth game in the series, not even the ninth or tenth, but the twelfth game since the original was released to arcades over a decade ago in 1992.

*Deception* introduces several new features. Besides the basic fighting mode, you can play chess or a puzzle game, with a *Mortal Kombat* twist. Instead of simply taking your opponent's pieces, you fight them. There is also a new "Hari Kari" feature, which is a self fatality, designed to give you the option of preventing your enemy from performing a fatality on you. And for the first time ever, you can play *Mortal Kombat* online over Xbox Live! With twelve characters, and twelve unlockable ones, you're going to be playing this game for a long time.

If you would like more information about *Mortal Kombat: Deception*, be sure to check out the official website at <http://www.mortalkombatdeception.com/>.

## FIGHTERS INTRODUCTION

The bread and butter of any strategy guide for a fighting game, here are the move lists. All twelve standard fighters are finished, and hidden characters will be added as I unlock them.

This guide was written primarily for the Xbox, so the control scheme utilizes the Xbox controller. But it's pretty easy for PS2 players, as well. **X, Y, A, B** on the Xbox is **SQUARE, TRIANGLE, X, CIRCLE** on the PS2, respectively. **L** is the "Stance Change" button.

Here is the legend:

**DO** = Down

**UP** = Up

**BA** = Back (away from opponent)

**FO** = Forward (toward opponent)

**L** = Stance Change

**??+?** = Press the direction and the button at the same time

To perform fatalities, you must be a certain distance from your enemy. These distances are:

**Close** = Right next to opponent

**Sweep** = Right next to opponent, press BACK twice

**Far** = Entire length of the screen

## DEATH TRAPS

*Deception* features environmental death traps that you can use to your advantage, or be used against you. Some of these involve sending your enemy over a ledge into a pit of spikes, some allow you to throw them into gigantic meat grinders, and some just let you knock them into acid. Here you will find what arenas have death traps, and where they are.

### **Slaughterhouse**

The Slaughterhouse has one death trap. To find it, uppercut or smash your opponent through the wooden floor. It takes a few hits to break it. Once on the bottom floor, you'll see two large, spinning grinders. Hit your opponent into them, and watch as his body is splattered onto the wall.

### **Sky Temple**

Knock your opponent through one of the metal barriers, sending them crashing to the floor below. On the bottom floor, knock them through one of the metal barriers, and they will fall, eventually landing on the ground and splattering.

### **Yin Yang Island**

The level changes from light to dark, good to evil. Get your opponent to the edge by the water, and when the level changes to evil, knock them into the water, where they will be eaten by deadly fish

### **Hell's Foundry**

Knock your opponent to the lower level by pushing them off one of the ledges, then get them over to one of the lava pressing things. Push your enemy into it, and he'll try to get out, only to be crushed by the machine.

### **Falling Cliffs**

Throughout the match, the stage will keep falling away, until there's only a small portion remaining. If your enemy is near the edge when it begins to crumble, they will fall to their death. Otherwise, you can help by pushing them over the edge, causing them to land on a piece of jagged rock.

### **Dark Prison**

Knock your opponent onto the lower level over the railing, and then get them over to the spike walls. Push them into the machine, and even though they try to fight it, they lose.

### **Lower Mines**

This stage has three death traps. The first is on the level you start off on. Push your opponent over to the metal dragon's mouth, and when the mouth is open, push your enemy into it to cause it the teeth to come squish him. The second one requires you to knock your enemy to the lower level, and then pushing him into the pit of fire. The final one again takes place on the lower level, and you have to push your enemy into the spinning rock crusher.

### **The Pit**

The Pit was first seen in the first *Mortal Kombat*, and it's been updated. Get your opponent to any edge of the stage, and uppercut them off it, into the waiting spikes.

### **Dead Pool**

The Dead Pool is a rather simple death trap. Get your opponent to any edge, and knock them into the acid pool that circles the stage.

## PUZZLE KOMBAT

Puzzle Kombat is similar to puzzle games of the past, again with a MK twist. To begin, you have to choose your fighter. They are similar to Virtua Fighter Kids in the way they look and their size. Like arcade mode, you go up a mountain of progressively more difficult enemies.

Like Tetris, different colored pieces come down, and you have to flip and set them. The object of the game is to keep alike pieces together, so that when the breaking piece comes, you can blow them all off the board at the same time. The more you get rid of at once, the more pieces fall on the enemy's board. Whenever the board is filled to the top, the match is over. Every so often, a black bomb comes along, which allows you to get rid of all alike pieces at once. Each fighter has a special move. For example, Raider causes a storm cloud to float over the enemy's board, dropping random pieces onto it. Baraka has two giant blades cut through the edge of his board, giving him room for more pieces.

To make puzzle kombat even more fun, the two fighters wail on each other at the bottom of the screen the entire match, and when a match is run, a mini-fatality is performed.

## CREDITS

Strategy Guide written by JPaterson.

Layout and Design by Peter Ekstrom and Chris O'Rorke, Cheat Happens.  
Adobe version adapted by Peter Ekstrom.

Screenshots captured and provided by JPaterson.

Some material used for researching and writing this guide were obtained from the Midway website for *Mortal Kombat: Deception*.

Cheat Happens, it's owners or JPaterson are in no way affiliated with Midway or any of it's subsidiaries. This guide is not official or licensed in any way.

This guide is © Cheat Happens and may not be reprinted or reproduced, in part or in whole, in any form, including, but not limited to, electronic transmission and magazine publication, unless prior consent is given by the publisher.

*Mortal Kombat: Deception*, copyright 2004 Midway.